ALIEN SYNDROME™

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED BY TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *The year is 2089 of the Galactic Calendar. In this far-flung future, humans have colonized the outer planets. Without warning, the glory of this achievement turned into disaster: A horrible race of aliens has imprisoned an entire colony aboard its space ships! Each of these vessels houses countless numbers of slimy monsters led by a vicious alien "boss." Having miraculously escaped capture, you must go from ship to ship in a valiant effort to save your fellow humans.*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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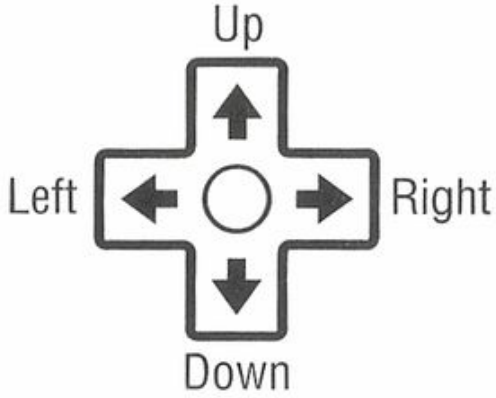
Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

CONTROL FUNCTIONS

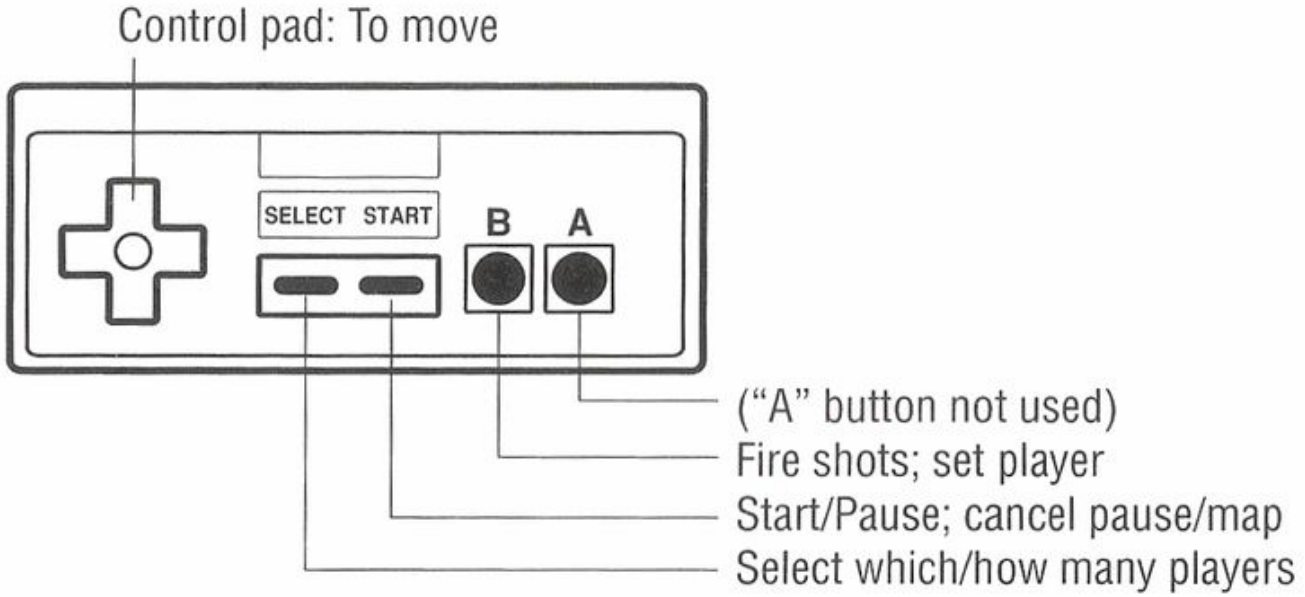
Alien Syndrome is for one or two players. Plug your controllers into Ports 1 and 2.

Control Pad

Moves the player



Controller



THE GAME

Start by selecting one or two players on the Game Select Screen. The Player Select Screen lets you choose to be either Ricky or Mary. Once you've made your choice, the game begins.

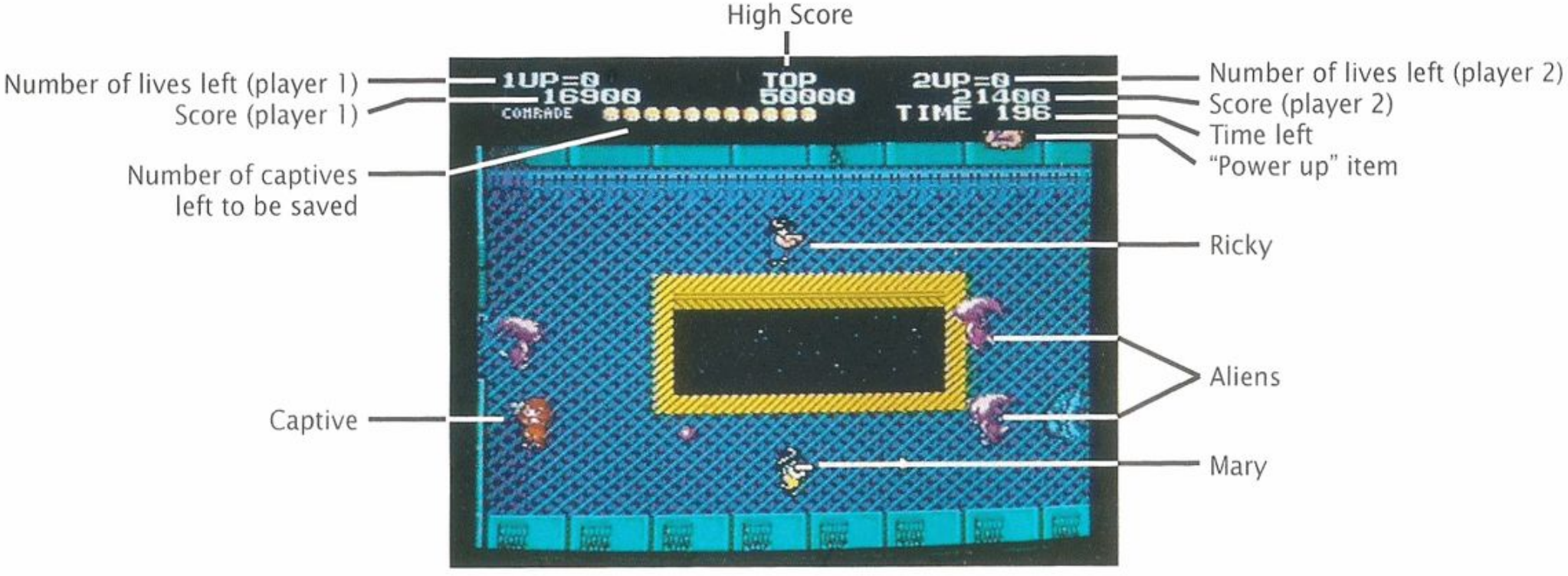
There are seven rounds (each round is a different ship). Each ship holds 12 captives. After you've freed all the captives on one ship, the EXIT door opens to let you into the alien leader's room. Defeat the boss and its henchmen and you'll advance to the next ship for more exciting action.

Extra Lives and Time Limits

You start out with 4 lives. Every time you add 100,000 points, you get another life.

There's no time to waste as you rescue the hostages. You lose one life when time runs out or when you get hit by aliens. When there are no lives left, the game is over.

GAME SCREEN



Map Screen

Throughout each ship are plates marked "MAP." Touch one and a map of the spaceship's layout will appear. Your position is marked in blue; the captives, in red.

"POWER UP" ITEMS

Each spaceship comes with lots of different objects. They'll power you up with super weapons, skills and bonuses.

Warp: You can transport from one place to another within a spaceship.

Secret: You receive bonus points.

Fireball: A powerful ball of fire that can wipe out more than one alien monster.

Laser Cannon: Shoots a beam that penetrates and can kill many enemies at once.

Flame Thrower: Shoots fire continuously.

SCORE

Enemy points

Alien.....200 points each

Boss's Henchman..200 points each

Alien Boss.....10,000 points each

Captive Points

1st captive saved -100 points (2nd captive is 200, 3rd is 300 and so on, which makes the 12th captive worth 1200 points!)

Note: When you lose a life, you go back to 100 points for the next captive saved.

Bonus at time of clearing a ship

Time left.....300 points each second left

Captives saved.....200 points each person

THE ALIEN BOSSES

The last enemy you must defeat on each of the seven ships is a powerful alien boss who can generate henchmen to attack you.

Ship	*Alien Boss*
1	Hugger
2	Asophy
3	Tacapy
4	Halpha
5	Teetsie
6	Minemor
7	King Core

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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